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### 1 [Realizing OpenGL: two implementations of one architecture](#)

Mark J. Kilgard

 August 1997 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

 Full text available: [pdf\(1.66 MB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
**Keywords:** O2, OpenGL, graphics hardware architecture, infinite-reality

### 2 [Session P12: meshes: Efficient compression and rendering of multi-resolution meshes](#)

Zachi Karni, Alexander Bogomjakov, Craig Gotsman

 October 2002 **Proceedings of the conference on Visualization '02**

 Full text available: [pdf\(3.02 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We present a method to code the multiresolution structure of a 3D triangle mesh in a manner that allows progressive decoding and efficient rendering at a client machine. The code is based on a special ordering of the mesh vertices which has good locality and continuity properties, inducing a natural multiresolution structure. This ordering also incorporates information allowing efficient rendering of the mesh at all resolutions using the contemporary vertex buffer mechanism. The performance of o ...

**Keywords:** geometry coding, progressive compression, rendering, wavelets

### 3 [Jacobian code generated by source transformation and vertex elimination can be as efficient as hand-coding](#)

Shaun A. Forth, Mohamed Tadjouddine, John D. Pryce, John K. Reid

 September 2004 **ACM Transactions on Mathematical Software (TOMS)**, Volume 30 Issue 3

 Full text available: [pdf\(262.49 KB\)](#)


 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This article presents the first extended set of results from EliAD, a source-transformation implementation of the vertex-elimination Automatic Differentiation approach to calculating the Jacobians of functions defined by Fortran code (Griewank and Reese, Automatic Differentiation of Algorithms: Theory, Implementation, and Application, 1991, pp. 126--135). We introduce the necessary theory in terms of well known algorithms of numerical linear algebra applied to the linear, extended Jacobian syste ...


**Keywords:** Jacobian, source transformation, vertex elimination

4 Geometry compression

Michael Deering

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**Full text available:  [pdf\(158.94 KB\)](#) [ps\(5.44 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** 3D graphics hardware, compression, geometry compression5 Fast and effective stripification of polygonal surface models

Xinyu Xiang, Martin Held, Joseph S. B. Mitchell

April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**Full text available:  [pdf\(1.29 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)6 Compression of time-dependent geometry

Jerome Edward Lengyel

April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**Full text available:  [pdf\(1.32 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)7 Architectures and compression: Hardware-compatible vertex compression using quantization and simplification

Budirijanto Purnomo, Jonathan Bilodeau, Jonathan D. Cohen, Subodh Kumar

July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**Full text available:  [pdf\(563.99 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a vertex compression technique suitable for efficient decompression on graphics hardware. Given a user-specified number of bits per vertex, we automatically allocate bits to vertex attributes for quantization to maximize quality, guided by an image-space error metric. This allocation accounts for the constraints of graphics hardware by packing the quantized attributes into bins associated with the hardware's vectorized vertex data elements. We show that this general approach is also a ...

8 Optimized geometry compression for real-time rendering

Mike M. Chow

October 1997 **Proceedings of the 8th conference on Visualization '97**Full text available:  [pdf\(1.24 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)[Publisher Site](#)9 Architectures: A programmable vertex shader with fixed-point SIMD datapath for low power wireless applications

Ju-Ho Sohn, Ramchan Woo, Hoi-Jun Yoo

August 2004 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**Full text available:  [pdf\(427.49 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The real time 3D graphics becomes one of the attractive applications for 3G wireless terminals although their battery lifetime and memory bandwidth limit the system resources for graphics processing. Instead of using the dedicated hardware engine with complex functions, we propose an efficient hardware architecture of low power vertex shader with

programmability. Our architecture includes the following three features: 1) a fixed-point SIMD datapath to exploit parallelism in vertex process ...

# 10 Multiresolution methods: Object identification in compressed view-dependent multiresolution meshes

Markus Grabner, Helfried Tschernernegg

April 2003 **Proceedings of the 19th spring conference on Computer graphics**

Full text available:  pdf(466.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We present a method that allows to identify individual objects in a view-dependent multiresolution triangle mesh. Unlike previous methods, where the input mesh was considered a uniform "triangle soup", our method enables passing of object semantics through the process of encoding, transmission, and decoding. This information can be used on the client side to query additional data to a specific part of the mesh. Moreover, it allows a part of the mesh to be transformed (e. g., moved to a different ...

**Keywords:** compression, meta-data, modeling, multiresolution

# 11 Profile-guided code compression

Saumya Debray, William Evans

May 2002 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2002 Conference on Programming language design and implementation**, Volume 37 Issue 5

Full text available:  pdf(178.02 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


As computers are increasingly used in contexts where the amount of available memory is limited, it becomes important to devise techniques that reduce the memory footprint of application programs while leaving them in an executable form. This paper describes an approach to applying data compression techniques to reduce the size of infrequently executed portions of a program. The compressed code is decompressed dynamically (via software) if needed, prior to execution. The use of data compression t ...

**Keywords:** code compaction, code compression, code size reduction, dynamic decompression

# 12 Face fixer: compressing polygon meshes with properties

Martin Isenburg, Jack Snoeyink

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(1.00 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Most schemes to compress the topology of a surface mesh have been developed for the lowest common denominator: triangulated meshes. We propose a scheme that handles the topology of arbitrary polygon meshes. It encodes meshes directly in their polygonal representation and extends to capture face groupings in a natural way. Avoiding the triangulation step we reduce the storage costs for typical polygon models that have group structures and property data.

**Keywords:** connectivity encoding, mesh compression

# 13 Multiresolution compression and reconstruction

Oliver G. Staadt, Markus H. Gross, Roger Weber

October 1997 **Proceedings of the 8th conference on Visualization '97**


Full text available:  pdf(1.55 MB)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)  
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**Keywords:** isosurfaces, meshing, oracles, tetrahedralization, triangulation, volumes, wavelets

14 A real-time procedural shading system for programmable graphics hardware

Kekoa Proudfoot, William R. Mark, Svetoslav Tzvetkov, Pat Hanrahan

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(1.20 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Real-time graphics hardware is becoming programmable, but this programmable hardware is complex and difficult to use given current APIs. Higher-level abstractions would both increase programmer productivity and make programs more portable. However, it is challenging to raise the abstraction level while still providing high performance. We have developed a real-time procedural shading language system designed to achieve this goal.

Our system is organized around multiple *computation ...*

**Keywords:** *graphics hardware, graphics systems, rendering, shading languages*

15 Leo: a system for cost effective 3D shaded graphics

Michael F. Deering, Scott R. Nelson

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(241.27 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** 3D graphics hardware, antialiased lines, floating-point microprocessors, gouraud shading, parallel graphics algorithms, rendering

16 Architectures and compression: A reconfigurable architecture for load-balanced rendering

Jiawen Chen, Michael I. Gordon, William Thies, Matthias Zwicker, Kari Pulli, Frédo Durand

July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**

Full text available:  [pdf\(510.87 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Commodity graphics hardware has become increasingly programmable over the last few years but has been limited to fixed resource allocation. These architectures handle some workloads well, others poorly; load-balancing to maximize graphics hardware performance has become a critical issue. In this paper, we explore one solution to this problem using compile-time resource allocation. For our experiments, we implement a graphics pipeline on Raw, a tile-based multicore processor. We express both the ...

17 Real time compression of triangle mesh connectivity

Stefan Gumhold, Wolfgang Straßer

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(274.27 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** 3D graphics hardware, algorithms, graphics, mesh compression

**18** Simulation and computation: A multigrid solver for boundary value problems using programmable graphics hardware

Nolan Goodnight, Cliff Woolley, Gregory Lewin, David Luebke, Greg Humphreys  
 July 2003 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**

Full text available: [pdf\(2.80 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a case study in the application of graphics hardware to general-purpose numeric computing. Specifically, we describe a system, built on programmable graphics hardware, able to solve a variety of partial differential equations with complex boundary conditions. Many areas of graphics, simulation, and computational science require efficient techniques for solving such equations. Our system implements the **multigrid method**, a fast and popular approach to solving large boundary value ...

**19** Rendering systems on clusters: Design and implementation of a large-scale hybrid distributed graphics system

Jian Yang, Jiaoying Shi, Zhefan Jin, Hui Zhang  
 September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization EGPV '02**

Full text available: [pdf\(237.87 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although modern graphics hardware has strong capability to render millions of triangles within a second, huge scenes are still unable to be rendered in real-time. Lots of parallel and distributed graphics systems are explored to solve this problem. However none of them is built for large-scale graphics applications. We designed AnyGL, a large-scale hybrid distributed graphics system, which consists of four types of logical nodes, Geometry Distributing Node, Geometry Rendering Node, Image Composit ...

**Keywords:** geometry compression, global share, image composition, image compression, large-scale cluster rendering, logical timestamp, memory explosion, parallel rendering, remote graphics, tiled displays, virtual graphics

**20** On-the-Fly rendering of losslessly compressed irregular volume data

Chuan-Kai Yang, Tulika Mitra, Tzi-Cker Chiueh  
 October 2000 **Proceedings of the conference on Visualization '00**

Full text available: [pdf\(239.89 KB\)](#)

Additional Information: [full citation](#), [citations](#), [index terms](#)

**Keywords:** Tetrahedral Compression, irregular grids, volume rendering

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IEE JNL IEE Journal or Magazine

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Volume 47, Issue 6, Sept. 2001 Page(s):2174 - 2184  
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